



About Me

Name: Vincent Mayeur

Birth Date: 23th October 1987

Nationality: Belgian (Belgium) - Europe

Experience

- 2010** 3 month Internship at Blue Lizard Games, Ecuador as Environment Artist & Level Designer, working with the Unreal Development Kit to create a game demo level.
- 2007-2010** Bachelor in Computer Graphics, Game Artist & Level Design, 3 years Higher Education at Haute Ecole Albert Jacquard - Belgium.
- 2004-2007** Released various successful mods for Grand Theft Auto San Andreas, Leader of a small development team of a Total Conversion mod called 'Gostown Paradise'.

French: Mother tongue
English: Fluent

Qualities

- ▶ Self-taught
- ▶ Able to work in team
- ▶ Can deal with sharp deadlines

Softwares Knowledge

Autodesk 3D Studio Max:	Excellent
Autodesk Maya:	Good
Adobe Photoshop:	Excellent
Adobe Dreamweaver:	Good
Adobe Illustrator:	Good
Zbrush :	Good
Unreal Technology(UT3/UDK):	Very Good